Ryzom - Feature # 573

Status:	New	**Priority:**	Normal
Author:	compilo1407	**Category:**	
Created:	05/28/2009	**Assignee:**	
Updated:	12/20/2010	**Due date:**	
Subject:	Add anti-aliasing to the OpenGL Driver		

Description

Update the OpenGL driver to support Anti Aliasing. Provides the basis for implementing multi-sample anti-aliasing (MSAA) in the future. This also brings the Direct3D driver and OpenGL driver behaviors to be more similar.

History

#1 - 05/28/2009 07:12 pm - sfb

- Subject changed from Antialiasing in OpenGl to Add anti-aliasing to the OpenGL Driver

- Category set to 3d - OpenGL

- Target version set to 0.8.0

- Estimated time set to 40.00

Setting properties correctly and expanded the detailed description. Thank you compilo for taking this on!

#2 - 05/28/2009 07:48 pm - kervala

That's a duplicate of #372.

You can close one of them :)

#3 - 05/29/2009 12:36 am - compilo1407

ups, sorry :)
but i will do it :)

#4 - 09/29/2010 09:08 pm - kervala

- Project changed from NeL to Ryzom

- Category deleted (3d - OpenGL)

- Target version deleted (0.8.0)

#5 - 12/20/2010 04:51 pm - kervala

CSAA should be prioritized over MSAA because it's faster and better quality (can antialias textures borders too).